



Metal Driger™

HIGH PERFORMANCE TOPS

AGE 8+
82656/82653 Asst.

A-95
Defense Type

Includes unassembled BEYBLADE top, launcher, and ripcord.
Assembly required. No tools needed.

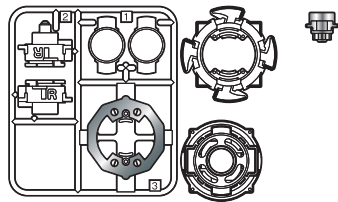
⚠ WARNING: Do not use BEYBLADE®* tops or BEYSTADIUM™ on tables or other elevated surfaces.

BEYBLADE tops/BEYSTADIUM are intended to be used on the floor. Do not lean over the stadium when BEYBLADE tops are in play. BEYBLADE tops may bounce up and hit eye or face.

- Before assembly and playing, please read instructions. Please keep these instructions for future reference.
- When removing parts from runner frame, ask an adult to help you trim off any excess plastic using scissors or other suitable tool.
- The frame is numbered. Please follow the numbers carefully and make sure you are assembling the right parts.
- Discard plastic bags immediately.

PARTS:

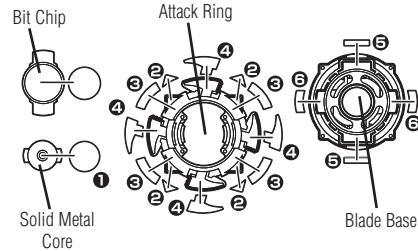
Runner Frame
Parts, Attack Ring,
Solid Metal Core,
Weight Disk, Blade
Base and Sticker
Sheets



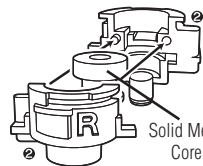
BEYSTADIUM sold separately.

BUILD:

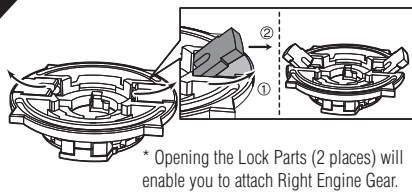
- 1** Attach the stickers as shown in the diagram.



- 2** Snap both halves of Right Spin Gear ⑤ around Solid Metal Core. Make sure Solid Metal Core and ⑤ are in grooves.

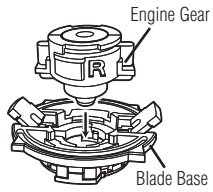


- 3** Push up the tabs on the outside of Lock Parts (2 places) and pull out.

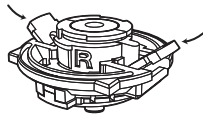


* Opening the Lock Parts (2 places) will enable you to attach Right Engine Gear.

- 4** Attach the Engine Gear to the Blade Base.

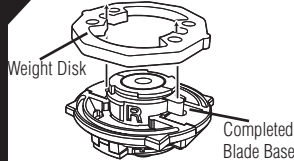


- 5** Push in and press down Lock Parts (2 places) to secure the Right Spin Engine Gear.

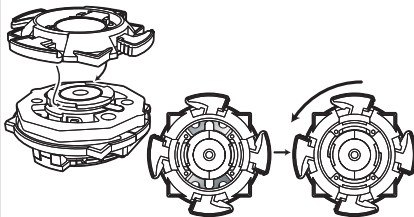


*Once the Lock Parts (2 places) are in place, Right Engine Gear will not come out.

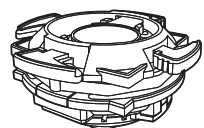
- 6** Place Weight Disk on Blade Base.



- 8** Place Attack Ring on Blade Base, aligning tabs on ring with grooves on Right Spin Engine Gear. Turn ring LEFT until it locks onto spin gear. To remove ring from gear, turn ring right.



Your BEYBLADE top is now ready for battle!



Metal Driger™

TOUPIES À HAUTE
PERFORMANCE

ÂGE 8+
82656/82653 Asst.

A-95
Type défense

Contient une toupie BEYBLADE non assemblée, un propulseur et une tige cannelée.
Assemblage requis, sans l'aide d'outils.

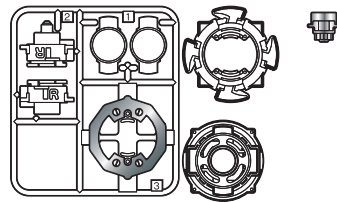
⚠ MISE EN GARDE: Ne te sers pas des toupies ou des arènes BEYBLADE sur une table ou toute autre surface surélevée.

Les toupies et les arènes BEYBLADE doivent être utilisées sur le sol. Ne te penche pas au-dessus de l'arène pendant que les toupies y tournent, car celles-ci peuvent rebondir hors de l'arène et causer des blessures aux yeux ou au visage.

- Lis les instructions avant d'assembler et de jouer, et garde-les pour référence ultérieure.
- Au moment de détacher les pièces de leur cadre, demande à un adulte d'ébarber ces dernières à l'aide de ciseaux ou de tout autre outil approprié.
- Le cadre comporte des numéros qu'il faut respecter afin d'assembler les bonnes pièces.
- Jette immédiatement les sacs en plastique.

PIÈCES:

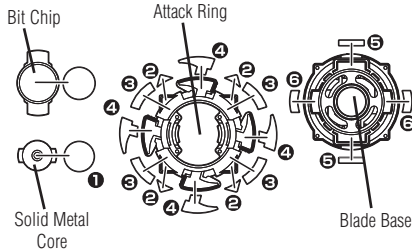
Runner Frame
Parts, Attack Ring,
Solid Metal Core,
Weight Disk,
Blade Base and
Sticker Sheets



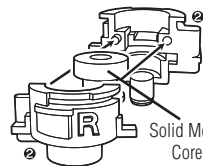
Les arènes BEYSTADIUM sont vendues séparément.

CONSTRUIS:

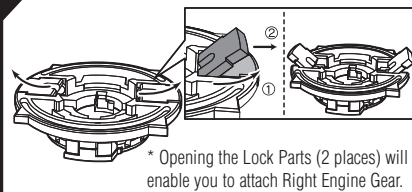
- 1** Attach the stickers as shown in the diagram.



- 2** Snap both halves of Right Spin Gear ⑤ around Solid Metal Core. Make sure Solid Metal Core and ⑤ are in grooves.

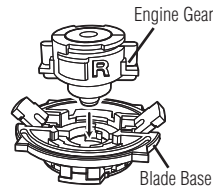


- 3** Push up the tabs on the outside of Lock Parts (2 places) and pull out.

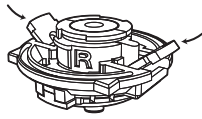


* Opening the Lock Parts (2 places) will enable you to attach Right Engine Gear.

- 4** Attach the Engine Gear to the Blade Base.

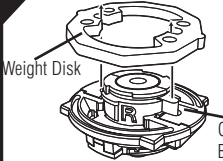


- 5** Push in and press down Lock Parts (2 places) to secure the Right Spin Engine Gear.

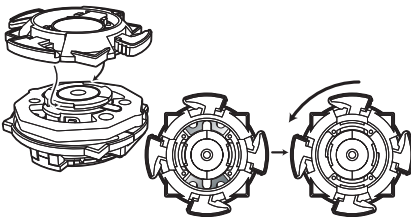


*Once the Lock Parts (2 places) are in place, Right Engine Gear will not come out.

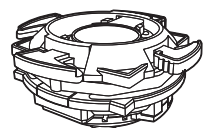
- 6** Place Weight Disk on Blade Base.



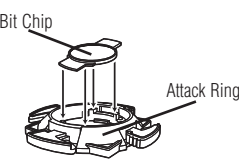
- 8** Place Attack Ring on Blade Base, aligning tabs on ring with grooves on Right Spin Engine Gear. Turn ring LEFT until it locks onto spin gear. To remove ring from gear, turn ring right.



Ta toupie est maintenant parée au combat!



- 7** Attach Bit Chip to Attack Ring.



Metal Driger™

TROMPOS DE ALTO NIVEL

EDAD 8+
82656/82653 Asst.

A-95
Tipo defensa

Incluye un trompo BEYBLADE desarmado, un propulsor y una varilla dentada.
Requiere armado, sin herramientas.

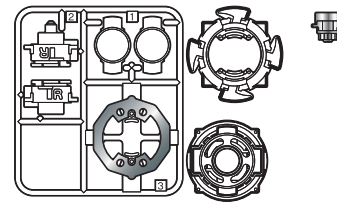
⚠ CUIDADO: No uses los trompos o los estadios BEYBLADE sobre una mesa o sobre cualquier otra superficie elevada.

Los trompos y los estadios BEYBLADE deben usarse en el suelo. No te inclines sobre el estadio mientras los trompos están girando, ya que pueden rebotar y causar lesiones a los ojos y la cara.

- Lee las instrucciones antes de armar y de jugar, y guárdalas para referencia futura.
- Al retirar las piezas de su marco, pídele a un adulto que les recorte el exceso de plástico con tijeras o cualquier otra herramienta apropiada.
- En el marco están inscritos unos números. Fíjate bien en ellos para armar las piezas correctamente.
- Deshazte inmediatamente de las bolsas plásticas.

PIEZAS:

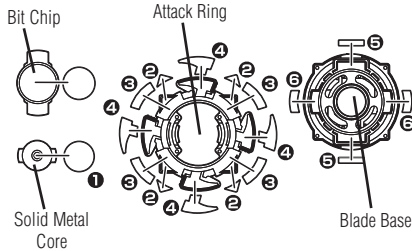
Runner Frame
Parts, Attack
Ring, Solid
Metal Core,
Weight Disk,
Blade Base and
Sticker Sheets



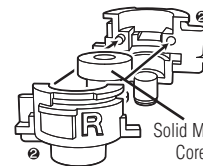
Los estadios BEYSTADIUM se venden por separado.

CONSTRUYE:

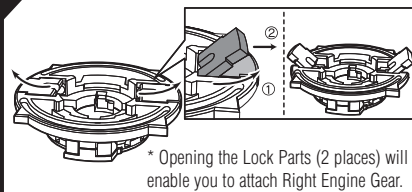
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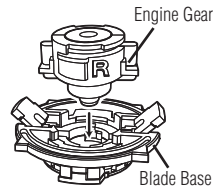


- 3** Push up the tabs on the outside of Lock Parts (2 places) and pull out.

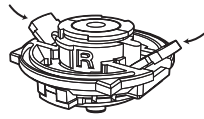


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- 4** Attach the Engine Gear to the Blade Base.

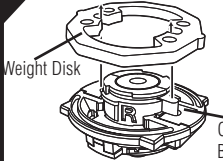


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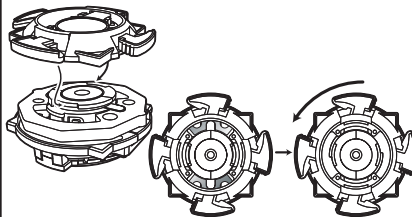


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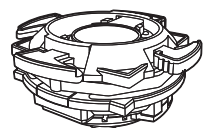
- 6** Place Weight Disk on Blade Base.



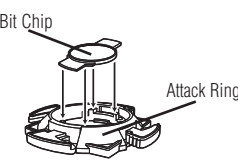
- 8** Place Attack Ring on Blade Base, aligning tabs on ring with grooves on Right Spin Engine Gear. Turn ring LEFT until it locks onto spin gear. To remove ring from gear, turn ring right.



¡Ahora tu trompo BEYBLADE está listo para combatir!



- 7** Attach Bit Chip to Attack Ring.



LAUNCH:

A
Insert ripcord into launcher as shown.

B
Insert posts on launcher into openings in BEYBLADE top, as shown. (NOTE: Use left-spin launchers for Left Spin Gears; use right-spin launchers for Right Spin Gears.)

C
Hold lower half of launcher and rotate BEYBLADE top left to lock it in place.

D
Holding the launcher securely, pull the ripcord over the BEYSTADIUM (not included) – the BEYBLADE top will spin... launch... and battle!

FEATURES:

ENGINE GEAR Type 1
Instant release: This type releases its spin energy upon launch. The spin comes in a powerful burst of speed.

Solid Metal Core: The Solid Metal Core is made entirely of metal and can be installed in any Engine Gear core! Try the new metal core on your Engine Gear BEYBLADE and customize for greater weight!

Greater acceleration with your Engine Gear: Engine Gear tops are equipped with an Engine Gear for a short-term power blast. When the engine kicks in, even a semi-flat tip will be transformed into a tip boasting super mobility. What is Engine Gear? It is a new battle part invented to improve the battle potential of your BEYBLADE. The rotational forces of the BEYBLADE and the engine combine to improve your BEYBLADE with super acceleration performance!

CUSTOMIZE FOR EACH BATTLE!

WHAT IS CUSTOMIZING?

Customizing is taking parts from different BEYBLADE tops and putting them together to create a new top. Why customize? Because you can change how your top will perform in battle. By switching parts, you can create a top that will perform a certain way. For example, if your opponent has an Attack Type top, you may want to change your top's parts to make it a Defense Type top, to help withstand your opponent's attacks.

Learn all the different types of Attack Rings, Weight Disks and Spin Gears that are available and that you have in your collection. Look at the star chart on the packages to see the strengths of each top's parts and check out the website beyblade.hasbro.com for more information!

TRIPLE SHOT You and your opponent each battle 3 BEYBLADE tops for triple the action!

1
Get your 3 BEYBLADE tops ready.

2
Decide the play order of your BEYBLADE top

3
▶ Round 1
Round 2
Round 3
To start the game, players launch their first BEYBLADE top.

4
Play three rounds.

5
▶ Round 1
▶ Round 2
▶ Round 3
The player who wins two out of three rounds is the winner!

PROPULSE:

A
Introduis la tige cannelée dans le propulseur, comme indiqué.

B
Insère les tiges du propulseur dans les ouvertures de la toupie, comme indiqué.

C
Tout en retenant la partie inférieure du propulseur, fais tourner la toupie vers la gauche pour la bloquer en place.

D
Tout en retenant fermement le propulseur, tire la tige cannelée au-dessus de l'arène (vendue séparément); la toupie sera lancée au combat en tournant!

FEATURES:

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UNE TOUPIE ADAPTÉE À CHAQUE COMBAT

COMMENT ADAPTER TA TOUPIE?

Tu peux adapter ta toupie à tes besoins en échangeant ses pièces contre celles d'autres toupies BEYBLADE pour ainsi obtenir une nouvelle toupie. Ce faisant, tu modifies la performance de ta toupie pour qu'elle réponde aux besoins du moment. Ainsi, par exemple, si ton adversaire joue avec une toupie de type attaque, tu auras peut-être intérêt à changer les pièces de ta toupie pour en créer une de type défense qui puisse résister aux attaques adverses. Familiarise-toi avec les divers types d'anneaux d'attaque, de disques lestés et d'engrenages de rotation qui sont disponibles ou que tu possèdes déjà dans ta collection. Examine aussi les tableaux étoilés qui apparaissent sur les emballages, qui t'indiquent les forces des pièces de chacune des toupies. Enfin, rends-toi au site beyblade.hasbro.com pour encore plus d'information.

TRIPLE RONDE Ton adversaire et toi vous affrontez avec chacun 3 toupies BEYBLADE, pour trois fois plus d'action!

1
Prépare tes 3 toupies Beyblade.

2
Décide dans quel ordre tu les lanceras.

3
▶ Ronde 1
Ronde 2
Ronde 3
Les joueurs commencent la partie en lançant leur première toupie Beyblade.

4
Jouez les trois rondes.

5
▶ Ronde 1
▶ Ronde 2
▶ Ronde 3
Le joueur qui remporte deux des trois rondes est le vainqueur!

PROPULSA:

A
Inserta la varilla dentada en el propulsor tal como se indica.

B
Inserta los salientes del propulsor en las ranuras del trompo, tal como se indica.

C
Sosteniendo la parte inferior del propulsor, gira el trompo hacia la izquierda para que se traben en su lugar.

D
Sosteniendo el propulsor firmemente, jala la varilla dentada encima del estadio (vendido por separado), para que el trompo empiece a girar en el momento en que sale del propulsor.

FEATURES:

ENGINE GEAR Type 1
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UN TROMPO ADAPTADO A CADA COMBATE

¿CÓMO ADAPTAR TU TROMPO?

Puedes personalizar tu trompo tomando piezas de otros trompos BEYBLADE y unirlos para obtener un nuevo trompo. ¿Por qué modificarlo? Para ajustar el rendimiento de tu trompo a las necesidades del momento. Intercambiando sus piezas puedes crear un trompo más eficaz para cierto tipo de combate. Así por ejemplo si tu oponente juega con un trompo de tipo ataque, te conviene cambiar las piezas de tu trompo para convertirlo en tipo defensa a fin de contrarrestar los ataques adversos. Conozca los diferentes tipos de anillos de ataque, discos-pesas o engranajes de rotación existentes o que ya tienes en tu colección. Mira también las tablas con estrellas en los empaques que te indican las fuerzas de las piezas de cada trompo. Por fin, visita nuestro sitio beyblade.hasbro.com para más información.

TRES RONDAS ¡Tú y tu adversario se enfrentarán con 3 trompos Beyblade para triple diversión!

1
Alista tus 3 trompos Beyblade.

2
Determina en qué orden los lanzarás.

3
▶ Ronda 1
Ronda 2
Ronda 3
Los jugadores empiezan la partida lanzando su primer trompo Beyblade.

4
Jueguen las tres rondas.

5
▶ Ronda 1
▶ Ronda 2
▶ Ronda 3
¡El jugador que gana dos de las tres rondas gana la partida!

P/N ?????000



www.beyblade.com
beyblade.hasbro.com



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